LORDS & THETHRONE TABLE	E											
Role Overview												
All eight Lords meet here, as we	ell as wandering Heirs and th	e Night's Watch Lord Co	mmander.									
At this table, players make allia	nces, and backstab each oth	er over Gold in Court Intr	igue.									
The typical Round for a Lord wi	Il consist of a few actions, all	taking place in Banner C	rder.									
They will:												
1. Propose trades with allied Lo	ords, or with the Free Cities											
2. Reaffirm or propose new allia	ances											
3. Perform Court Intrigue to gain	n Gold for themselves and de	eny Gold for others										
4. Update the Banner Order tra	cker											
5. Help their Knights collect Res	source Cards from controlled	lands on the Westeros N	1ap Trade									
Lords will trade Resources and	other special cards with allie	s, and only allies.										
The goal here is to be able to g	ive their Knights the cards the	ey need so that they can	support and expand their a	armies.								
The Lord and Knight need to be	e in touch with each other so	that the House, as a cohe	esive team, can obtain the	Resource Cards needed	d each Round.							
The Resource Card types are 0	Grain, Lumber, Cattle, and Iro	n. Knights need certain o	ombinations of these to ac	hieve their goals and m	ust be consulted as to	what they are currently	lacking.					
See Knights and the Westeros	Table for more information.											
Any special card type (Gold, Re	elics, Secrets, etc.) can be tra	ded here by allied Lords	and should be encouraged	d heavily, as Lords are o	often wary to be so bold	i.						
Lords can also sell excess Res	ources to the Throne GM for	Gold, which can help eith	er the Knight equip their a	rmies or an Heir prepare	e to Delve.							
This is referred to as trading wit	th the Free Cities for Gold.											
In the literary source, the Free 0	Cities are distant mercantile s	ettlements, located on a	nother continent, who provi	ide refined goods and se	ervices.							
Alliances												
The most important activity con	ducted at the Throne Table is	the making and maintai	ning of alliances.									
Alliances are the central cog of	Aegon's Conquest from which	h almost all other aspect	s stem.									
This is the most critical aspect of	of the Lord's role, as their prir	nary challenge is parlayir	ng the competing Houses in	nto granting the most be	eneficial alliances.							
In Banner Order, each Lord will	propose as many alliances a	s he or she wishes to the	other Lords at the table.									
If agreed upon, the two Lords w	vill shake hands and bind thei	r Houses together for the	upcoming Round.									
A House can only maintain a m	aximum of two Alliances each	n Round, unless the num	ber is modified by the Mae	sters, artifacts, or Dark	Wings Dark Words Car	rds.						
All Alliances break down into th	e default state of war each R	ound and must be renew	ed the following round.									
An alliance allows the Lords to	trade, prohibits Knights' from	attacking each other, alle	ows Heirs to Delve in allied	l lands, opens up House	es to the risk of allied M	laesters and Heirs diggi	ng up dirt, and allows Ma	esters access to tha	t House's Bloodline	s Card which affe	ect the Heirs' speci	al abilities.
Clearly, the Lord needs to cond	luct discussions with their Ho	use as to which Alliances	are most lucrative.									
When an Alliance is brokered, t	he Throne Table GM should	give a halfsheet printout	of the allied House's banne	er to the Lord.								
In between Rounds, each Lord	must go to the main banners	, remove old half-sheets	of broken alliances, and pu	ut up the half-sheets of r	new alliances.							
Once established, new alliance	s take effect at the beginning	of the following round.										
To allow trade in the first round	of the game, setup these init	ial alliances:										
Targaryen: allied to Gardener &	Martell											
Arryn: allied to Lannister & Hoa	re											
Stark: allied to Gardener & Mar	tell											
Hoare: allied to Arryn & Durrano	don											
Lannister: allied with Arryn & Du	urrandon											
Gardener: allied to Stark & Targ	garyen											
Martell: allied to Stark & Targar	yen											
Durrandon: allied to Lannister 8	k Hoare											
A combination of two Dark Wing	gs Dark Words Cards, sent b	y an anonymous Maeste	r, can either create Alliance	es or dissolve them betw	veen Rounds.							
This breaks the normal rules for	r limits on number of Alliance	S.										
Court Intrigue												
Each Lord performs Court Intrig	jue.											
To do this, all Lords discuss the	eir strategy and diplomacy am	ong themselves for a fev	w minutes, then lay down a	small card with the ban	ner image of a House	of their choice.						

These are done secretly and shuffle	ed together to obs	cure any betraya	als.											
The cards are then revealed.														
Any House which did not have its b	anner shown rece	ives one Gold.												
The cards are discreetly handed ba	ack to players as n	eeded between	Rounds.											
This is the quickest way to inject Go	old into the game	economy and a	direct way the Lor	ds players can ou	twit and outmar	neuver their foes.								
Harvest														
At the end of the Round, each Lord	d will join with their	Knight to Harve	st.											
They all leave the Throne Table and	d go to the Wester	ros Table to colle	ect Resources fro	m their controlled	lands.									
Each Lord collects one Resource o	of the indicated typ	e for each area t	hat has the contr	ol sticker for their l	House.									
During Summer, areas that have tw	vo Resource icons	produce both of	those Resources	s, plus a third Reso	ource of either t	ype.								
During Winter, areas that have two	Resource icons p	roduce only one	Resource of the	types listed, with the	he Lord choosir	ng between them.								
Cattle														
Grain														
Iron														
Lumber														
Secrets														
When your Maester or Heir brings	vou a Secrets card	d. mark which are	ea of effect you w	ish on vour rival a	nd write down a	a brief freeform de	escription of how	it takes shape.						
These team members can only obta	•		•	, , , , , , , ,										
When you quietly slip this card to the				Rounds reducing	the Power of t	the affected Hous	e by one and gra	anting an additio	nal effect based or	n what was written	in the description	and area of effect		
Be sure to turn in this card before the		•		Trounds, roddonig	9 1.10 1 01101 01 1	ano anocioa modo	o by one and gro	arrang arradans	mai oncor bacca o	Time was miller	iii tilo docciiptioi	and area or emeet.		
When a player gains a Secrets Car				3										
If a Lord publicly reveals a Secret of					ed									
The House does not suffer any pen		•		lace going annoac	leu.									
If a player uses this option, they she				o and indicate it o	n the card - it's	often easy to form	et who is on whi	ch team						
The narrative descriptions on the S						often easy to long	jet who is on whi	cirteam.						
The descriptions should be brief an		•	-			ale								
While the loss of power is guarante	•													
GMs should endeavor to reward cre	•			ependent on the w	villi or the Gan	ic Master.								
Typical effects include the loss of a	•	•		olic Location Card	s or the less of	an army action								
Typical effects include the loss of a	Resource Card, I	nampulation of C	Joid, additional K	elic Location Card	5, 01 1116 1055 01	all allily action.								
EXAMPLE SECRETS:														
Military Offense - Your quartermast	tor hought about	tool woonone w	high are greating	and runting. All va	ur armiaa taka	a 1 nanalty to rai	lla thia aomina D	ound						
Military Defense - A grassroots resi								ourid.						
Military Alliances - Drunk soldiers in								!!: !	h					
Resources - Your livestock has con						nay allack you tri	s Round as il you	ur alliance was i	biokeii.					
			•			ann ann rival Hai	ir to goin a Dalia	Location Card of	accordated with you	ır Hayaa				
Relics & Delves - Your Heir falls for		•	•				-							
Bloodlines & Marriages - Your Lord	nas been passing	g off ill-bred com	moners as truebo	im scions. Sname	! Sname! Snam	le! The Citadel Gi	vi chooses one i	rait X on your B	sioodiines Cards ar	id makes it blank.				
0.1 5. 7														
Other Player Types														
Heirs will appear occasionally at the														
It is up to the players to time their a	•													
All Heirs are allowed to participate i														
Heirs that have matching colored T	•			•	in an additional	alliance.								
Of the Night's Watch players, only t		•												
The Lord Commander can receive		•												
The Lord Commander is not bound	•	•	•	-		esources.								
The Lord Commander can, however														
The Night's Watch can propose asy	•	-				•	actions on their p	part, or as a pay	off to avoid unfavo	rable, negative ac	ions by the Night	's Watch.		
The Lord Commander is also allow	ed to participate in	Court Intrigue,	throwing in an ad	ditional card to sto	p a House from	gaining Gold.								

Setup					
Most importantly, hang a large (minimum 2 feet wide)	color hanner of each House on a wall that is	easily read from all tables			
wost importantly, hang a large (minimal 2 leet wide)	bolor burner of each floude on a wan that is	casily read from all tables.			
o This will create the Banner Order, and should thus be	e hung in the following seguence to expedite	play at the Westerns Table: Targaryen Arr	n Stark Hoare Lannister Gardener Marts	all Durrandon	
o Traditionally, this is done by going to a print on dema		play at the Westeros Table. Targaryen, An	in, Stark, Floare, Earlinster, Gardener, Mart	en, Durrandon.	
This can end up costing quite a bit.	and website and ordering viriyi bariners.				
Only a small table is needed here for miscellaneous or	rappization				
Lords do not need to sit and should, in fact, always sta					
Have a pile of Gold coins ready for cash-in trading to the					
Plastic gold coins can be used here and are usually pr					
Plastic gold coills call be used field and are usually pr	ецу спеар.				
Have a spot tucked away where the GM can store use	d Coerata Cardo				
These will be brought out at the end of the game to con A set of 8 cards to represent each House for Court Intr					
·					
Provide a set for each Lord, Heir, and the Night's Water	· · · · · · · · · · · · · · · · · · ·	undation Allianasa			
Have a handful of binder clips and six half-page color p	printouts of each House banner on hand for	apdating Alliances.			
Rules summary sheet for the Throne GM					
Ota fine Danie and Great from the University					
Starting Resource Cards for each House					
o Targaryen - 1 Cattle, 2 Lumber, 1 Grain, 1 Iron					
o Arryn - 2 Cattle, 0 Lumber, 2 Grain, 1 Iron					
o Stark - 1 Cattle, 2 Lumber, 1 Grain, 1 Iron					
o Hoare - 1 Cattle, 2 Lumber, 0 Grain, 2 Iron					
o Lannister - 1 Cattle, 0 Lumber, 2 Grain, 2 Iron					
o Gardener - 1 Cattle, 1 Lumber, 3 Grain, 0 Iron					
o Martell - 1 Cattle, 1 Lumber, 2 Grain, 1 Iron					
o Durrandon - 2 Cattle, 1 Lumber, 2 Grain, 0 Iron					
Optional Setup					
Provide a colorful name tag to identify the player's Hou	use and their role as Lord.				
Provide a paper golden crown for each Lord to wear de	uring the game.				
Setup the Throne Table on a stage or elevated platform	m.				
Create a wicked looking iron throne, preferably with sw	vords stabbed into it.				